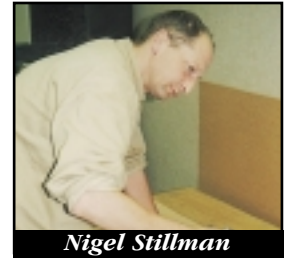


# MAKING A SCENE

**Warmaster is warfare on a whole new scale! Not just the Citadel Miniatures, but the scenery as well! Builder of the modular terrain boards used in last month's battle report, Nigel Stillman takes a look at terrain for your Warmaster battles.**



*Nigel Stillman*

In the game of Warmaster, the battlefield scenery does three main things. The first is to provide the dramatic setting for the battle. The scenery creates or suggests the broad expanse of the landscape in which the battle is fought. It is an important part of the spectacle and influences the tactics and strategy of the players. The second thing that

the scenery does, is to help create the scenario; the story of why and where the battle is fought. Often the scenario calls for specific scenery, such as a river crossing, a hill or a fort which is the reason for the battle being fought at all and vital to the plot of the scenario. Thus without this feature being represented in some way, the battle lacks a vital ingredient. The third thing that scenery does is to act as an obstacle to certain troops and manoeuvres, such as woods and rivers, or as a way through, like a road or bridge, or dominates the battlefield and so must be held or contested, such as a hill or settlement.

Without these features, the battlefield becomes nothing more than a flat plain and a very interesting dimension to the game is lost.

To be a successful Warmaster general, one of the things you must learn to do is use terrain to your advantage. It's very important then, that before you start a battle everybody understands what each piece of terrain does. For example, in your wargames scenery collection you may have a hill which has a cliff face on one side. You might decide that this is impassable, and that troops on it can only be attacked by being flanked. Equally though, you could decide that troops on the top count as fortified (rather than defended, as is normally the case with infantry on hills). Of course, this means you can get far more out of your terrain, by varying the rules to create different strategic challenges in your games, but it makes it vital that both opponents are clear as to what terrain has what effects, and where it begins and ends.

## SCALE

A Warmaster figure is roughly a third the size of a Warhammer figure. So a Human warrior for the Warmaster game which is 10mm high corresponds to a 28mm Human warrior for the Warhammer game. This rule of thumb gives us a scale to work to for creating Warmaster scenery. Everything is roughly a third the size of Warhammer scenery. Furthermore, we can attempt to create scenery which might be impractical at the larger scale, but which can be a dramatic piece of terrain at the smaller scale, such as a tall castle, wide river or high mountain for example. Think of yourself as



*An area of difficult ground creates a number of tactical problems to units attempting to move through or pass it.*

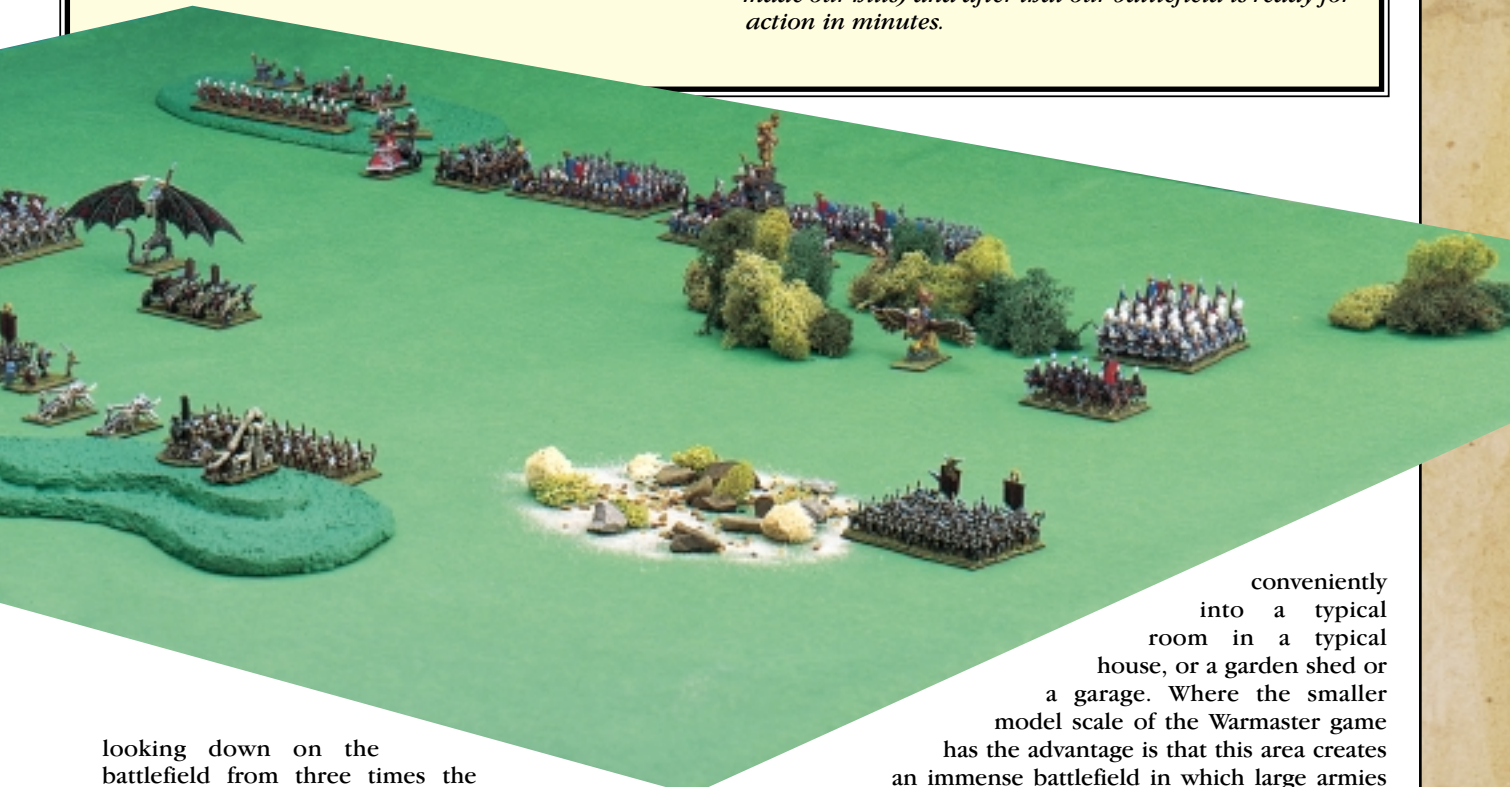
## A BASIC BATTLEFIELD

*I know what you are thinking – ‘I have a very limited budget! How on earth am I going to be able to create a lavish battlefield and buy my Warmaster army at the same time!’ Well, below we have created a basic Warmaster battlefield using a few cheap, easy to find materials. Using these materials we have created our battlefield and built a couple of basic hills. The materials we used to create this battlefield are:*

- An empty table or space (at least 4' by 4')
- 1 Battlemat (a green cloth would do just as well)
  - A dozen small stones (dug out of the garden)

- 4 polystyrene ceiling tiles
- A handful of modelling sand (builders sand would do the same trick)
- 2 bags of Lichen (available from your local model shop or you could try a hobby shop that sells flower arranging materials).

*Arrange these items on your battlefield. Use the sand to mark out marshes or areas of difficult ground. You can use the stones to make these areas even more rugged. The Lichen is a quick and easy way to create woods. The hills are made out of the polystyrene ceiling tiles and took us half an hour to make (see overleaf for how we made our hills) and after that our battlefield is ready for action in minutes.*



looking down on the battlefield from three times the altitude and seeing three times the breadth of the landscape than is possible in 28mm scale.

At this scale the depth of a river or ditch need not be more than 10mm to look effective. In the same way the height of a gently sloping hill can be just 30mm or can rise up to three times this height to become a huge hill with cliffs and craggy peaks. Trees for forests can be quite small compared to 28mm scale trees. A model tree which is 40mm high will look like quite a big tree up against a 10mm model soldier and only a few of these surrounded by smaller trees and bushes will make a very effective forest.

## BASIC TERRAIN

Starting from scratch, what is the minimum amount of scenery to play Warmaster? The first item is the battlefield itself, represented by a flat wargame table, green cloth or board. The dimensions of this can be the same as the traditional wargames table which is 6' x4'. This is the most practical size, since these are roughly the same proportions as a bed or large dining room table, it will fit

conveniently into a typical room in a typical house, or a garden shed or a garage. Where the smaller model scale of the Warmaster game has the advantage is that this area creates an immense battlefield in which large armies can deploy complete with grand flanking movements, defence in depth and other such things. Furthermore the full grandeur of the landscape can be represented, with fortresses, wide rivers, long ridges, several villages and so on.

The basic battlefield can be created in one of the following ways:

- Simply using a green cloth or a Citadel Battlemat (green textured plastic mat).
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted green.
- Use a 6x4 sheet of chipboard or MDF board (or two 3x4 boards or three 2x4 boards) painted with textured paint and then painted green or sprayed with varied earth and foliage colours.

Of course the battlefield does not have to be green. You could opt for the snowy wastes of Kislev or a parched desert landscape and select your colour scheme accordingly.



## BASIC TERRAIN cont...

The rest of the scenery consists of separate scenic items such as hills, woods, buildings and rivers. These are placed on the flat battlefield to create interesting and tactically challenging terrain. These items can be made in the following way:

- Hills should be quite large and rise up to at least 2 cm high so that the troops on them will clearly be seen to be on higher ground than those on the ground. Large dimensions allow for a very gradual gradient, or for making a hill which rises up in a number of steps. Fortunately stands of Warmaster models, having a low centre of gravity, do not tip over on naturalistically sloping hills unless these are really steep. The base of the hill should be irregular and cut from a strong board such as hardboard, thin MDF or cork tile. The contours can be made up with polystyrene sheet, tile or cork tile and the surface can be painted with textured paint or covered with PVA and scattered with sand. Paint the hills to match the battlefield. Grit and rocks can be added to create rocky cliffs, slopes and crags. High crags and peaks will look impressive but should be made as separate items which can be put on top of low flat hills to increase their height.



*Lichen is a quick, cheap and effective way of making a wood.*



*Just as effective are medium size trees glued to a textured base.*



*This river has been made with several crossing points which are marked out by banks of sand in the middle of the river.*

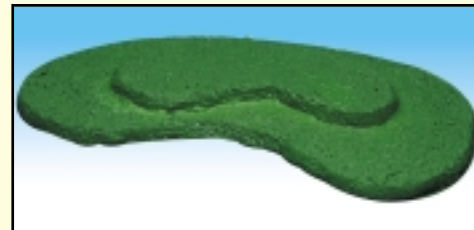
## MAKING A HILL

*This is how we made a hill in 30 minutes for our Warmaster battlefield.*



*Take a polystyrene ceiling tile or a cork floor tile and draw the shape of your hill on it. Then cut it out with a modelling knife. Repeat this step again if you want a second layer on your hill.*

*Glue the two layers of your hill together and then paint it with textured paint or a mix of PVA and sand.*



*To finish off your hill, paint it or flock it the same colour as your battlefield.*

- Woods can be made by cutting out an irregular base as for hills and texturing this with PVA, sand, flock, grit, rocks or filler. This is then painted green, perhaps with patches of rough, bare ground. Then add small trees and bushes. These should be no more than 5 or 6 cm high for the largest trees. Arrange these on the base so as to leave clearings or tracks in which to place troops. Alternatively make small dense clumps of trees and arrange these in a group on the battlefield to create areas of forest.

- Rivers can be made in sections just as is usually done for larger scale battlefields in the Warhammer game. Cut long curving base sections from board as for hills and woods. Plan the sections so that a river can be laid across the battlefield in various ways joining two edges. Aim to use only 3 or 4 sections. The sections should be of a convenient size and shape, not too long and awkward to position, nor too small to be useful. The width of the section characterises the river which can be wide, narrow or just a stream. Build up the banks with filler and cover with sand or flock. Paint the space between with green or blue and then varnish it with gloss varnish to create the water effect. Add a patch of sand to represent a ford or a log bridge made of cocktail sticks on some of the sections.

- Buildings are best represented by being grouped together on a base to create a village or farmstead complete with enclosing walls, hedges or fences. The open areas between and around the buildings can then be occupied and defended by troops and the buildings themselves can be solid blocks or ruins. So when planning the village or whatever try to arrange things so that a unit of troops can fit within the built up area in some way. Alternatively you might want to opt for a group of buildings or large building such as a pyramid or wizard's tower which is to all intents and purposes impassable, so that troops cannot occupy it. The buildings themselves can be made of card, balsa wood or plasticard and can be as simple or as detailed as you care to make them. If you do not want to get involved in detailed modelling, make a few simple block-like buildings and simply enhance some feature to create the appropriate character, for example a peasant cottage could be a small block of wood with a thatched roof crudely sculpted out of modelling putty. A group of these on a muddy brown base will create a suitable village.

When designing terrain features for Warmaster, have a Warmaster stand (20mm x 40mm) handy to help you estimate the right gaps for gateways, dimensions of towers and ramparts, widths of roads and bridges and for the spacing of trees, buildings and rocks in woods, villages and areas of rugged ground. This will make it easier to move troops through terrain during the game.



*When you make a city or town terrain piece, the streets look better if they are quite narrow. This picture shows how one innovative gamer has made substitute stands of marching columns with each strip cut in half and mounted four deep.*



*This ruined townscape is made out of thin sheets of polystyrene (ceiling tiles).*



*The great thing about building Warmaster terrain is that you can make it much more dramatic. In this case a High Elf army besieges a great Empire rampart.*



## MODULAR TERRAIN

Modular terrain is a way of creating a battlefield using terrain boards. This can be a set of six or more 2'x2' boards or three or more 2'x4' boards which can be laid edge to edge to create a 6'x4' battlefield. The boards can be laid on a table, the floor, a bed or, if they are 6'x4' boards, on timber supports resting on trestles. Each board is made of chipboard or MDF at preferable 1/2" thick and the surface of the board is textured, sculpted, flocked and painted to create various terrain features, such as rivers and hills. When arranged in different ways, the features join up to create a realistic battlefield.

Warmaster, being a game which deals with battles on an epic scale combines well with modular terrain. The modular boards can feature very large hills with gently

rising contours on which entire brigades or even the whole army can deploy. Modular terrain is also a particularly good for depicting rivers, which can be cut down into a layer of polystyrene sheet or cork tile stuck onto the boards. Meandering rivers with several crossing places, streams, marshes and even coastline can create a very interesting battlefield for warmaster games, in which control of routes and crossing points will be of great tactical importance.

Terrain modules also open up the possibility of very dramatic scenery such as large fortresses, cities, high mountain ranges with passes and ravines or expanses of sea with islands which would be



*Coastal and river sections have been used to make up this inspiring battlefield.*



*The ruined village from the modular board, built with polystyrene sheets and balsa wood.*



impractical at a larger scale. At the scale of the Warmaster game, such terrain could be dealt with within a single terrain board, leaving the others to provide the vast open plains and rolling hills.

These are the same boards that we used in last month's battle report which were specially built for Warmaster playtesting. When the boards are set up you can end up with a very dramatic battlefield and the combinations are endless. The smaller boards can be placed together to make a 4'x4', 4'x6' and even 4'x8' battlefield, depending on the scenario and size of battle.

I also wanted to add even more flexibility to my modular terrain set. I built separate buildings, forests and even a found an old resin castle. I've done this so I can position them anywhere on the battlefield once I have placed the

boards in place. You can make your Warmaster battlefields as simple or as complicated as you want, ranging from the perfectly acceptable green mat or cloth with lichen and stones from the garden to the slightly more complicated modular boards shown above. It's really up to you.

Whatever terrain you choose to fight your Warmaster battles over, the most important thing is to have fun!

